

Creative Junk

User Manual

Overview

Creative Junk is a 1.03GB, 2050 sample, experimental and tuned percussion collection, playable in the full version of Kontakt 4.0.2 and 5.0

It features 100 multi-sampled objects with up to 7 velocity layers recorded in 3 mic positions: 'Close' (Mono), 'Overhead' (stereo) and 'Room' (ambient stereo). The Instrument was recorded in the revered Studio 2 live room of Paper Stone Studios, Nottingham, England, using purely audiophile quality signal paths.

Contents / Patches

The collection is organised into 8 central Paper Stone Junk (PSJ) nkis

PSJ Gamelan.nki (tuned objects)

PSJ Kit.nki (reclaimed, broken and junk drums)

PSJ Industrial.nki (large and metallic)

PSJ Transients.nki (short and sharp attack)

PSJ Jugs.nki (6 Jugs)

PSJ Bottles.nki (3 Bottles)

PSJ Foley.nki (Percussive SFX)

PSJ Bounce.nki (Balls)

And 12 stretch tuned NKIs, taking some of the more musical sounding objects and creating unique chromatic instruments.

PSJ Hydrant.nki

PSJ Metal Light.nki

PSJ Colander.nki

PSJ FryPan.nki

PSJ Lid 1.nki

PSJ Jug 1.nki

PSJ Jug 2.nki

PSJ Jug 3.nki

PSJ Jug 4.nki

PSJ Bottle 1.nki

PSJ Bottle 2.nki

PSJ Bottle 3.nki

Also included are 3 tuned versions of the Main Gamelan, Jugs and Bottles NKIs

PSJ Gamelan CT.nki

PSJ Jugs CT.nki

PSJ Bottles CT.nki

All complete with an original user interface and advanced custom scripting engine.

System Requirements

- > Full version of Kontakt 4.2.3
- > 1.1 GB of Free Disc Space

Installation

The library is supplied as a single Zip file. This is a compressed folder that you can open using the built in tools on your computer. Open the file by double clicking and it will decompress the contents. Once decompression is complete you will have a single folder, this contains all the files needed to use the sample library. Simply copy this folder to the drive where you store your samples. For top performance it is recommended to keep sample libraries on a different drive to that of the OS and program files.

Running the Library

Once inside Kontakt, if you open the file tab in the browser window on the left-hand side you can browse through the instruments of the newly installed sample library. Just double click the NKI you wish to use and Kontakt will load it up. Alternatively you can drag the NKI from your standard OS explorer window into the Kontakt interface.

You can also make use of Kontakt's Quick Load feature to make it even easier to load libraries into Kontakt: Please refer to the Kontakt user manual for more information.



The Interface



Mic Section

1. 'Close', 'Overhead' and 'Room' rotary faders relate to the volume levels of each of the microphone positions.
2. Mic Global/Local button. This allows you to either control all the samples' mic positions together (when in global) or when clicked into Local, each note and its related samples can have a different mic balance.



Instrument Section

3. Current sample. This displays which sample is currently being edited in the Instrument section.
4. Tune allows fine tuning of samples (hold shift for fine control)
5. Pan allows panning of samples
- 6 Transpose SEMI allows samples to be pitched from +12 to -12 in semitonal increments.
- 7 Transpose OCT allows samples to be pitched from -2 to +2 Octaves.
8. Attack controls the attack portion of a standard ADSR volume envelope for the selected sample.
9. Release controls the release portion of a standard ADSR volume envelope for the selected sample.
10. Instrument Global/Local Button: Selects whether all the samples in a patch are to be controlled together when altering the 'Instrument' controls (when in Global setting) or when in Local setting each notes samples can be edited independently of one another.



Effects Section

11. Effects readout: displays the current effect

none= Effect OFF

Small= L224 ambience 0.25 (digital reverb)

Studio= Music Studio A (real rooms)

Church =Cathedral B (real rooms)

S plate =L96 plate small A (digital reverbs)

M plate = E252 2.2 s (real plate)

1 plate = L480 7.1 s (digital reverbs)

FX verb 1= 1.s reverser, Opacity (special fx)

FX verb 2 = anomalous rhythm (special fx / mix)

FX verb 3 = rezo breath orven (unusual reverbs)

Lo-fi = grammophon 3

12. Effect Controls:

P-DEL: Effects the length of time before the start of the reverb/effect

LEVEL: Effects the volume of the effect

SIZE: Effects the Length of the reverb/effect tail

HPF: Allow you to shelf Low frequencies out of the effects send, thus 'thinning out' the reverb as desired.



13. Filter section

'HPF' (high pass filter) allows bass roll off at 12db per octave between 20hz and 800z

'LPF' (low pass filter) allows treble roll off at 12 db per octave between 20khz and 50hz

14. Filter Global/Local button. Allows filters to be applied over the entire Nkl patch (in Global Mode) or individually to samples/notes (in Local mode)

Midi Control

Simply right click on an interface function, select MIDI learn and send MIDI information from your control surface. Now record your desired MIDI automation into your DAW.

FAQs

Why Creative Junk?

Our most ambitious, comprehensive and versatile offering to date, Creative Junk is a goldmine of unique hits, quirky sounds, and inspirational tones, all multi-sampled in our converted cinema auditorium live room.

Sam Brown of Paper Stone Studios says:

"When I'm writing I'm always looking for inspirational sounds, I want sounds that haven't been created by conventional instruments and seek out unusual or abstract objects to manipulate and sample. I wanted to create a collection of these objects that would be sampled with multiple mic positions, and give them an interface that would allow each sound to be tuned filtered and sculpted independently of one another."

Where Was The Instrument Recorded?

Studio 2 of Paper Stone Studios, Nottingham, England.

What Makes Studio 2 So Special?

Studio 2 is a converted cinema auditorium dating back to 1914. It's floor space is large at around 1400 Sq. foot.

The incredible acoustics of the room are down to 3 factors:

An arched ceiling, which acts to reduce standing waves.

A false floor covering the old staggered seating platforms, which acts as a bass trap.

Engineered Acoustic treatment, in the form of rock wool screens and baffles.

What Kit Was Used?

We carried out extensive microphone shoot outs to ascertain the correct microphone, pre-amp, and positioning. We used the most effective resulting combinations, which were as follows:

Close – either AKG C414 B-UIs, Sennheiser MD-421, Audix D6, Coles 4038 / UA 610 pre/ Prism Conversion

Stereo – Neumann KM184 pair / API preamps/ Prism Conversion

Room – Neumann u87 pair / SSL preamps / Prism Conversion

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